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<http://www.replacementdocs.com>



LIVE ONLINE ENABLED



Unreal CHAMPIONSHIP



DIGITAL
EXTREMES



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Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a Doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms —children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a Doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

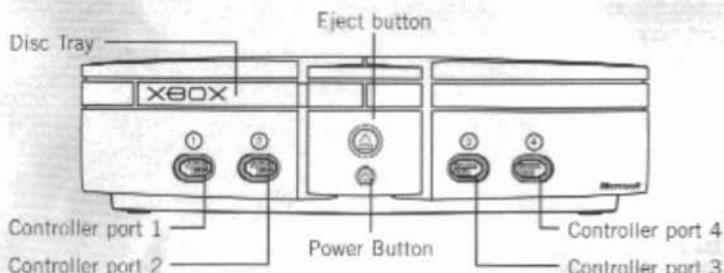
Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Using the Xbox Video Game System



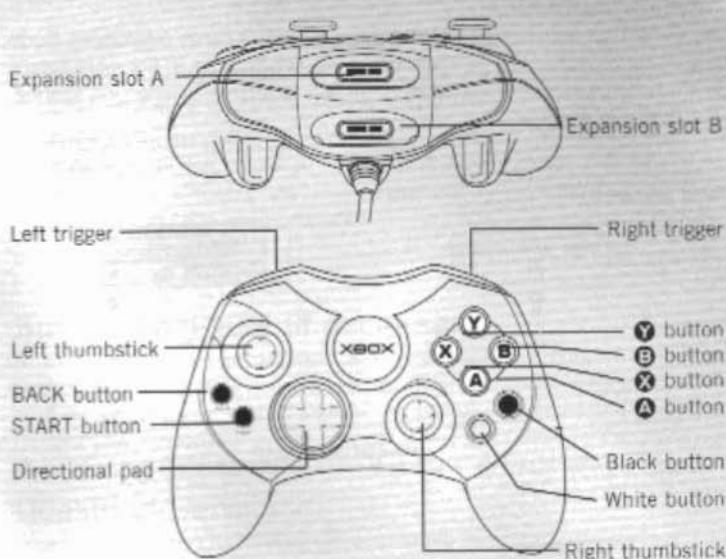
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Unreal® Championship** disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing **Unreal® Championship**.

Avoiding damage to discs or the disc drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller



1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **Unreal® Championship**.

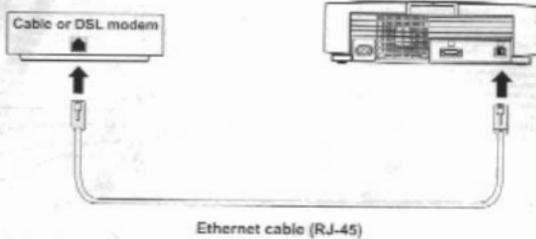
Connect to Xbox Live

Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings.

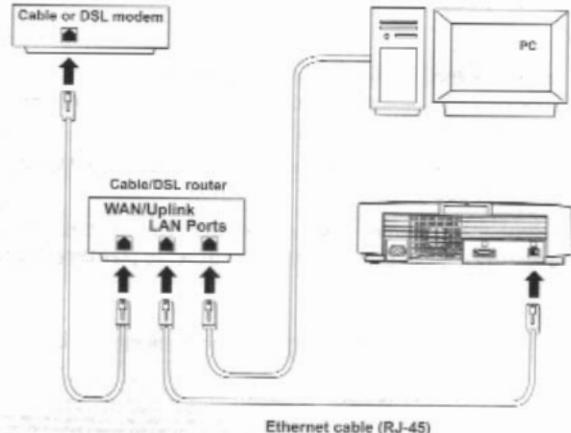
Step 1: Connect

To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B. For more details and other home networking options, including Internet connection sharing, see www.xbox.com/live.

A. Direct Connection



B. Shared Connection



Step 2: Go Live

Important! Xbox Live is a subscription service. You will need a subscription code to set up an Xbox Live account and play online. To find out how to get a subscription code, visit your local retailer or see www.xbox.com/live.

You'll need to set up an Xbox Live account to play games online. Here's how:

1. Insert an Xbox Live Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox Live play.
2. From within the game, select the option for Xbox Live. At this point, the Xbox console will try to go online. If it works, create your Xbox Live account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

Step 3: Configure (if necessary)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

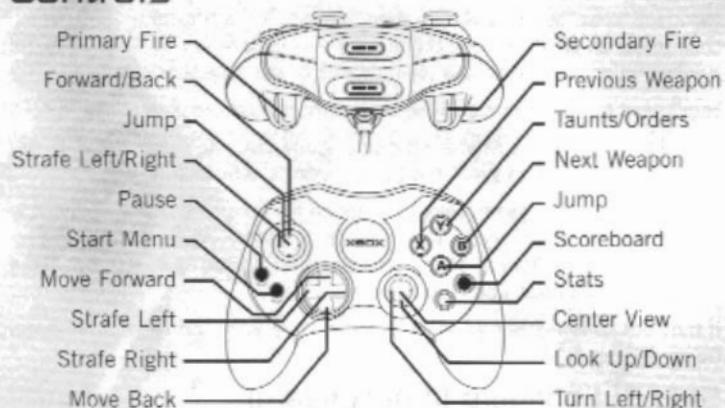
Quality of Service:

When using Xbox Live, **Unreal® Championship** seamlessly determines how many players you will be able to host, based on your available bandwidth. This is to ensure that the people connecting to your game, and yourself, achieve the optimal Xbox Live performance. Quality of Service will also sort Xbox Live games by default, starting with the best available connections.

Need more help?

Should you have any problems connecting to the Xbox Live service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire, and will also void your warranty. For additional assistance see www.xbox.com/live.

Controls



Left thumbstick	Move
Left thumbstick button	Jump
Directional pad up	Move forward
Direction pad down	Move back
Directional pad left/right	Strafe left/right
Right thumbstick left/right	Turn left/right
Right thumbstick up/down	Look up/down
Right thumbstick button	Center view
A button	Jump
X button	Previous weapon
B button	Next weapon
Y button	Taunts / orders
Left trigger	Secondary fire
Right trigger	Primary Fire
START button	Start Menu/Pause
Back button	Voice Channels
White button	Stats
Black button	Scoreboard

Main Menu

Single Player

Here you assemble a team from a group of free agents. Your team will remain with you throughout the game. As you progress, your teammates will improve in their various skills.

Once you have your team, you can enter one of four games against AI opponents: Team Deathmatch, Capture the Flag, Bombing Run, and Double Domination. (For more information on the types of combat see "Instant Action").

Through each ladder, you will be pitted against other teams in the tournament. You must win all four ladders to finish the game, in order to earn your freedom. However, when you conquer all of the divisions, you will be given one final task!

System Link

System Link allows you to join separate Xbox systems connected via a Local Area Network (LAN) and have multiple Xbox consoles on one game. Each Xbox can add one to three players (depending on the map) for splitscreen. Once you select System Link you have the option of either joining a match in progress on another Xbox on the LAN, or hosting a match for other Xbox consoles to join.

Play Live

Go Live connects you to Microsoft's online matchmaking system, allowing you to find and play games with other Xbox users over the Internet. Once you have logged on with an account you have the following options:

Quick Match: Searches for any server available to play on.

Optimatch: Allows you to set specific server options to search for, such as specific game types only, number of players, etc.

Create Match: Allows you to set up a server for others to connect to online.

Friends: Allows you to look for specific friends online.

Statistics: Check out your Xbox Live ranking, compared to other **Unreal® Championship** Live players. Your ranking and score are available for each game-type. Points are calculated based on items such as, game specific goals, kills, suicides, etc.

Live: Set voice masking options and online visibility

Content Download: Select this option to check for recent content updates!

Roaming Accounts:

You will be able to access your Xbox Live player accounts stored on a Memory Unit. However, **Unreal® Championship** does not provide an interface to save these accounts directly here. Instead, accounts must be copied over to the Memory Unit from the Xbox Dashboard, under Xbox Live Account Management.

Tutorial

The tutorial will prepare you for your foray into **Unreal® Championship**. You will learn how to use the controller, and navigate through the world. You will be required to perform certain tasks in order to progress, and you will build the skills necessary to conquer your opponents.

Profiles

In this section, you can create and manage single or multiple player profiles. There is a large roster of player models to choose from, and you will be able to edit your character's alias.

Instant Action

Instant Action allows you to start a quick game versus an AI controlled opponent in either Deathmatch, Team Deathmatch, Survival, Capture the Flag, Bombing Run, or Double Domination.

Deathmatch is an every-man-for-themselves sport in which you use weapons and pickups found throughout each match to kill the other players. Every time you kill another player, your score goes up one point. The first player to reach a predetermined score wins the match.

Team Deathmatch is just like regular Deathmatch, except that the players in the map are split up into two teams. A team's score goes up one point every time a player from the other team is killed. The team that reaches the predetermined limit first wins.

Survival is a one-on-one match, that pits you against all of the other players in the game, one at a time.

Capture the Flag is a team game where one team must capture the other team's flag a predetermined amount of times to win the match. To capture the other team's flag, run over the flag in the other team's base, and then return to your base and touch your own flag. You drop the flag if you are killed, or use the Translocator.

Bombing Run is a team game where one team must grab the ball, which spawns in the middle of the map, and deliver it to a bomb gate in the opposing team's base. Players can launch the ball through the bomb gate or run it through. Once a team has scored a predetermined number of times, they win the match.

Double Domination is a team game where one team must control both Domination Points in the map simultaneously for 12 seconds. Each time a team manages to do this, they score one point. The first team to reach a predetermined score wins the match.

When you select the game type you wish to play, you have the option of choosing which maps to play on and whether to play with a game mutator. Your team is picked automatically for you and will be different in each game. The only goal of Instant Action play is to win individual matches. At any time during instant action play, a second (and third or fourth player, depending on which map is being played) can plug in another controller and join in the action on splitscreen.

Settings

Select from the following options:

Audio: Adjust levels of sound and music and voice taunt options

Controller: Change controller configurations or map controller layout

Input: Fine tune controller stick options

Misc: Gore, controller vibration, and weapon pickup settings

The Weapons

Shieldgun



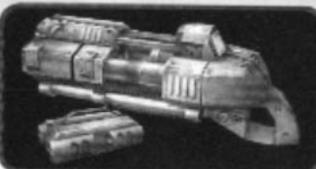
The Kemphler DD280 Riot Control Device has the ability to resist and reflect incoming projectiles and energy beams. The plasma wave inflicts massive damage, rupturing tissue, pulverizing organs, and flooding the bloodstream with dangerous gas bubbles. This weapon may be intended for combat at close range, but when wielded properly should be considered as dangerous as any other armament in your arsenal.

Assault Rifle



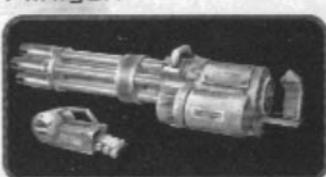
Inexpensive and easily produced, the AR770 provides a lightweight 5.56mm combat solution that is most effective against unarmored foes. With low-to-moderate armor penetration capabilities, this rifle is best suited to a role as a light support weapon. The optional M355 Grenade Launcher provides the punch that makes this weapon effective against heavily armored enemies.

Flak Cannon 3.0



Trident Defensive Technologies Series 7 Flechette Cannon has been taken to the next step in evolution with the production of the Mk3 "Negotiator." The ionized flechettes are capable of delivering second and third-degree burns to organic tissue, cauterizing the wound instantly. Payload delivery is achieved via one of two methods: ionized flechettes launched in a spread pattern directly from the barrel; or via fragmentation grenades that explode on impact, radiating flechettes in all directions.

Minigun



With an unloaded weight of only 8 kilograms, the Schultz-Metzger T23-A 23mm rotary cannon is portable and maneuverable, easily worn across the back when employing the optional carrying strap. The T23-A is the rotary cannon of choice for the discerning soldier.

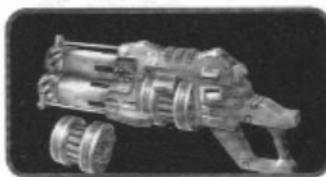
Shock Rifle



The ASMD Shock Rifle has changed little since its incorporation into the tournaments. The ASMD sports two firing modes capable of acting in concert to neutralize opponents in a devastating shockwave. This combination attack is achieved when the weapon operator utilizes the secondary fire mode to deliver a charge of seeded plasma to the target. Once the slow-moving plasma charge is within range of the target, the weapon operator may fire the photon beam into the plasma core, releasing the explosive energy of the anti-photons contained within the plasma's EM field.

Combo 1: Shooting the projectile from the secondary fire, with a blast from the primary fire, will result in a large blast with an explosive force.

Rocket Launcher



The Trident Tri-barrel Rocket Launcher is extremely popular among competitors who enjoy more bang for their buck. The rotating rear-loading barrel design allows for both single- and multi-warhead launches, letting you place up to three dumbfire rockets on target. The warheads are designed to deliver maximum concussive force to the target and surrounding area upon detonation.

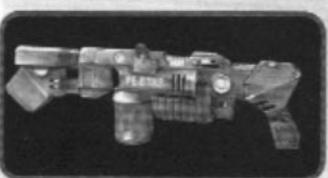
Translocator



The Translocator was originally designed by Liandri Corporation's R&D sector to facilitate the rapid recall of miners during tunnel collapses and other emergencies. The technology has saved countless lives, but not without cost. Rapid deresolution and reconstitution of

the subject organism can have several unwelcome effects, including increases in aggression and paranoia, as well as increased probabilities of respiratory and cardiac arrest. Artefacts of synaptic disruption accumulate in the biological snapshot of the individual, leading to Teleportation Related Dementia (TReDs), an incurable disease that has stricken some of our greatest champions. In order to prolong the careers of today's contenders, limits have been placed on Translocator use. This was deemed necessary to prevent new recruits from becoming too reliant on the device, thereby sealing their own doom. The latest iteration of the Translocator features a remotely operated camera, exceptionally useful when scouting out areas of contention. It should be noted that while viewing the camera's surveillance output, the user is effectively blind to their immediate surroundings.

T.A.G Rifle



The T.A.G Rifle seems innocuous enough at first glance, emitting a harmless low-power laser beam when the primary firing mode is engaged. When it hits a small glow will appear for a brief period, 'painting' the target. If there is a direct line of sight to the orbiting Ion Cannon satellite, the Cannon will orient itself to the target. Several seconds later the multi-gigawatt orbital ion cannon fires on the target, neutralizing any combatants in the vicinity. The T.A.G Rifle is a remote targeting device used to orient and fire the VAPOR Ion Cannon. The T.A.G Rifle offers increased targeting accuracy via its telescopic sight, easily activated by the secondary fire mode of the weapon. Once the T.A.G Rifle has been used to designate a target it is highly recommended that the user put considerable distance between themselves and the weapon's area of effect.

Ion Cannon



The highly effective Variable Altitude Phased Output Remote Weapons Platform (VAPOR WeP) led to a dramatic decrease in incidents of mob violence within colonial boundaries. Hovering high above the terrain, the VAPOR scans the visible countryside for the activation of rifle-mounted targeting lasers. When a beam is located, the platform moves into position and unleashes two terawatts of ionized plasma streams directly onto the target, vaporizing any agitators and bystanders within fifty meters.

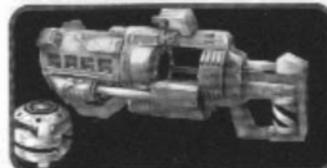
It takes time for the Cannon to orient itself, so the closer the target site is to the orientation of the Cannon, the sooner it will fire. This weapon can only be used in large spaces where an Ion Cannon Satellite exists.

Lightning Gun



The Lightning Gun is a high-power energy rifle capable of ablating even the heaviest carapace armor. Acquisition of a target at long range requires a steady hand, but the anti-jitter effect of the optical system reduces the weapon's learning curve significantly. Once the target has been acquired, the operator depresses the trigger, painting a proton 'patch' on the target. Milliseconds later the rifle emits a high voltage arc of electricity, which seeks out the charge differential and annihilates the target.

Ball Launcher



A new addition to the Tournament, the Ball Launcher is only available in Bombing Run Mode. Once you've picked up the ball, the Ball Launcher is automatically selected from your arsenal. While you're in possession of the ball, you cannot use any other weapon.

Pressing the Fire button will launch the ball, either at another teammate for a pass, or through the opposing team's goal.

BioRifle 2.0



The GES BioRifle continues to be one of the most controversial weapons in the Tournament. Loved by some, loathed by others, the BioRifle has long been the subject of debate over its usefulness. Some Tournament purists argue that the delayed detonation of the mutagenic sludge, coupled with the ability to quickly carpet an area with the highly toxic substance, has reduced the weapon to the equivalent of a minefield, a barbaric and cowardly weapon employed during past human conflicts. Proponents of the weapon argue that it enhances the tactical capabilities of defensive combatants, allowing participants to cover multiple choke points more efficiently. Despite the debate, the weapon remains historically accurate, providing rapid-fire wide-area coverage in primary firing mode, and a single-fire variable payload secondary firing mode. In layman's terms, this equates to being able to pepper an area with small globs of Biosludge, or launch one large glob at the target.

The Link



The Link looks like a high tech laser and is similar to a Shock Rifle in its functionality, but delivers less damage. This is more of a team weapon and its real power comes when used in a team. If this weapon is fired at a teammate, it creates a link between the two players for as long as the firing player keeps their fire button and as long as a direct line of sight is maintained between the players. This link will allow the linked player's weapon to do extra damage, with a faster rate of fire. If another player is added to the link, the firing rate will increase again, and the beam will deliver a devastating blow.

Other Items



Health

Each health vial gives you 5 health points, to a maximum of 199.



Health Pack

Replenishes 25 points of health, up to the maximum of the character species.



Mega Health

A new lease on life, 100 health points up to the maximum of the character species.



Shield Pack

Protects you with 50 armor points, up to a maximum of 150.



Super Shield Pack

Gives you 100 armor points, up to a maximum of 150.



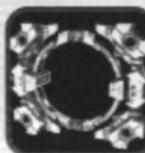
Double Damage

Doubles the power of all weapons. The Damage Amplifier's effects last for thirty seconds.



Adrenaline

Tasty and nutritious, Adrenaline provides you with the extra energy needed to execute special adrenaline abilities.



Bomb Gate

During a Bombing Run, this is the goal. The Bomb gate is found at the opposing team's base. Launch or carry the ball through the gate to score 3 or 7 points respectively.



Domination Point

In a Double Domination match, Both Domination Points must be controlled by your team for 12 seconds. Take control of the Domination point by running through it.



Flag Base

Steal your enemy's flag and return it to your team's base in a Capture the Flag match. To take the flag, run over it and get back to your base alive.

The Species

Gen Mo'Kai

Faster and more agile than their human counterparts, the lithe Gen Mo'kai lack the vitality of robust opponents like the Juggernauts. They more than compensate for this handicap with their ability to distance themselves from the enemy with great haste.



Anubans

The Anubans carry with them a long standing tradition of acrobatic maneuvering and stimulant use in battle, possibly inherited from the ceremonial combat rooted deep in their planet's history. Deemed showoffs by some, they have shown their prowess repeatedly by using their unique skills to navigate even the most treacherous arenas safely. Because of their unique affinity for stimulants, their bodies absorb the adrenaline ampules with considerably more efficiency than other races.



Juggernauts

Hampered by the bulk of their genetically boosted physiques, the Juggernauts move ponderously through the arenas, shrugging off enemy fire as if it were a mere annoyance. They may not be fast, but they tend to keep coming long after others have retreated to lick their wounds.



Mercenaries

Somewhat more rugged than their earthly counterparts, the Mercs of the 7th Fleet suffer from none of the vulnerabilities that make their opponents easier targets.

Nightmare

The pleasure these foul creatures derive from the pain of their wounded enemies triggers the release of powerful regenerative drugs secreted from their heavily modified glandular systems. The more pain they inflict, the harder they become to kill.

Weapon Affinities

Each character possesses an affinity for a particular weapon. When using their favorite weapon the character will have the advantage of one of the three following affinity bonuses. Weapon Affinities are indicated on the character bio screen by a letter (A/ D/ F) next to the Affinity Weapon stat.

AMMO: The ammunition affinity increases the maximum amount of ammunition per clip, that the character can carry.

DAMAGE: The damage the character inflicts with this weapon is increased by a certain percentage.

FIRE RATE: The character's weapon has a substantially improved rate of fire.

Mutators

The Mutator menu allows you to affect visuals or gameplay with the press of a button. The mutators available are listed below:



Arena

Replace weapons with one that you don't suck at using.



Big Head

Are your elite fighting skills giving you a swelled head? Now your opponents can see it in-game.



Floaty Cadavers

Your kills weigh lightly on your conscience.



Competition Mode

Disable each race's unique combat statistics and each character's weapon affinities.



Insta Gib

Instant-kill combat with modified Shock Rifles.



Regeneration

All players regenerate health.



Link Gun Medic

Link Gun beam heals teammates.



Slow Motion Corpses

Death should not be rushed.



Low Grav

One small step for combat, one giant leap for mankind.



Vampire

Suck the life from your opponents and add it to your own.



No Adrenaline

Adrenaline pickups are removed from the map.

DANSK QUICKSTART...22

SUOMI QUICKSTART...24

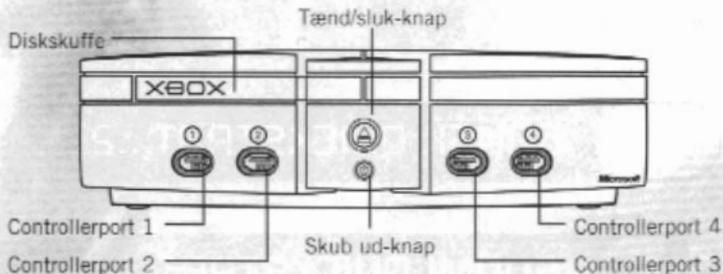
NORSK QUICKSTART...26

SVENSK QUICKSTART...28



DANSK QUICKSTART

Brug af Xbox-videospilsystemet



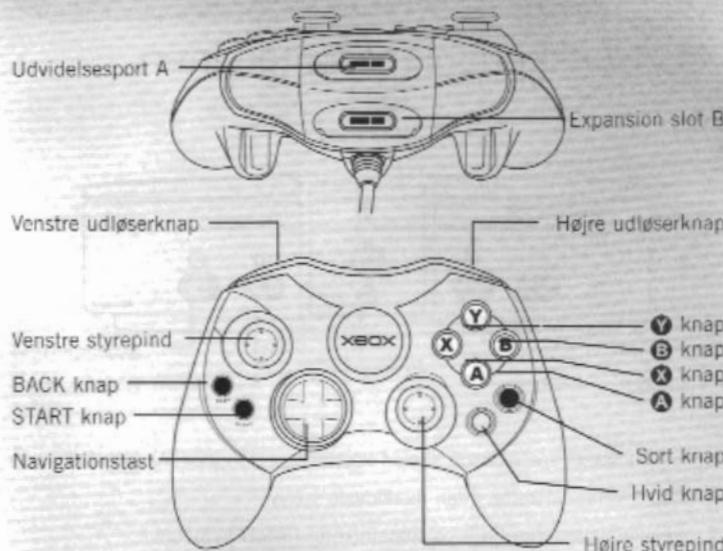
1. Installer Xbox™-videospilsystemet ved at følge instruktionerne i brugerhåndbogen til Xbox.
2. Tryk på tænd/sluk-knappen. Statusindikatoren lyser.
3. Tryk på skub ud-knappen, og diskskuffen åbnes.
4. Anbring diskken **Unreal® Championship** på diskskuffen med mærkaten opad, og luk diskskuffen.
5. Følg instruktionerne på skærmen, og se i denne brugerhåndbog efter flere oplysninger om at spille **Unreal® Championship**.

Undgå beskadigelse af diskene eller diskdrevet

For at undgå skader på diskene eller diskdrevet:

- Sæt kun Xbox-kompatible diske i diskdrevet.
- Anvend aldrig diske med en usædvanlig form som f.eks. en stjerne eller et hjerte.
- Efterlad ikke en disk i Xbox-konsollet i længere tid, når det ikke anvendes.
- Flyt ikke Xbox-konsollet, når det er tændt og en disk er sat i.
- Anbring ikke mærkater, klistermærker eller andre fremmede genstande på diskene.

Brug af Xbox-controlleren

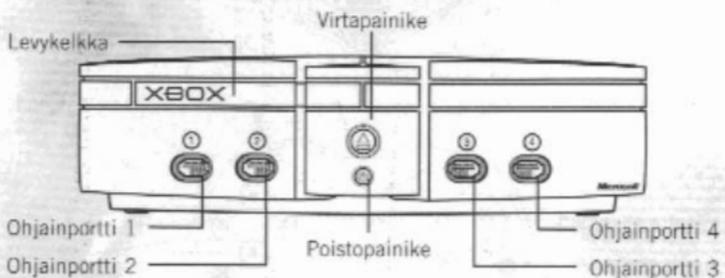


1. Sæt Xbox-controlleren i en hvilken som helst controllerport foran på Xbox-konsollet. Sæt ekstra controllerne i de tilgængelige controllerporte, hvis der er flere spillere.
2. Sæt eventuelle udvidelsesenheder (f.eks. Xbox-hukommelseskort) i controllerens udvidelsesporte, hvis det er nødvendigt.
3. Følg instruktionerne på skærmen, og se i denne brugerhåndbog efter flere oplysninger om brug af Xbox-controlleren til at spille **Unreal® Championship**.

Venstre styrepind	Bevæg	Y knap	Forrige våben
Venstre styreknap	Hop	B knap	Næste våben
Navigationstast op	Flyt fremad	X knap	Taunts/
Navigationstast ned	Flyt tilbage		Kommndoer
Navigationstast	Affyr til venstre/højre	Venstre udøserknap	Sekundær affyringsmodus
Højre styrepind	Drej til venstre/højre	Højre udøserknap	Primer affyringsmodus
Højre styrepind op/ned	Se op/ned	START knap	Startmenu/Pause
Højre styreknap	Centralt udsyn	BACK knap	Stemmekanaler
A knap	Hop	Hvid knap	Statistik
		Sort knap	Score



Xbox-pelikonsolin käyttäminen

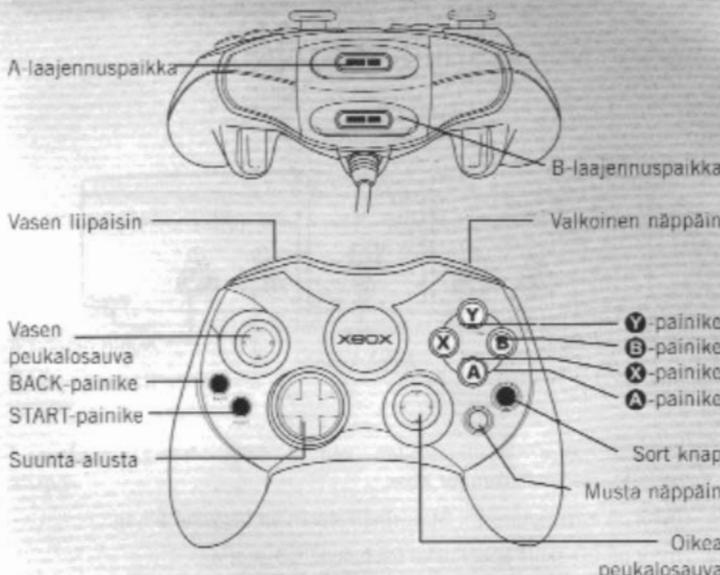


1. Kokoa Xbox™-pelikonsoli Xboxin käyttöohjeessa kuvatulla tavalla.
2. Paina virtapainiketta. Tilan merkkivalo sytytettiin.
3. Levykelkka avautuu, kun poistopainiketta (eject) painetaan.
4. Aseta **Unreal® Championship** -levy levykelkkaan. Aseta etikettipuoli ylöspäin ja sulje levykelkka.
5. Noudata näytöön tulevia ohjeita. Katso tästä käyttöohjeesta lisätietoja **Unreal® Championship** -pelin pelaamisesta.

Levyn tai levyaseman vaurioitumisen väältäminen

- Aseta levyasemaan vain Xbox-yhteensopivia levyjä.
- Älä koskaan käytä kummallisen muotoisia levyjä, kuten tähden- tai sydämenmuotoisia levyjä.
- Älä jätä levyä Xbox-konsoliin pitkäksi aikaa, kun konsoli ei ole käytössä.
- Älä siirrä Xbox-konsolia virran ollessa kytettyynä ja levyn ollessa sisällä.
- Älä kiinnitä levyihin etikettejä, tarroja tai muita vieraita esineitä.

Xbox-ohjaimen käyttäminen

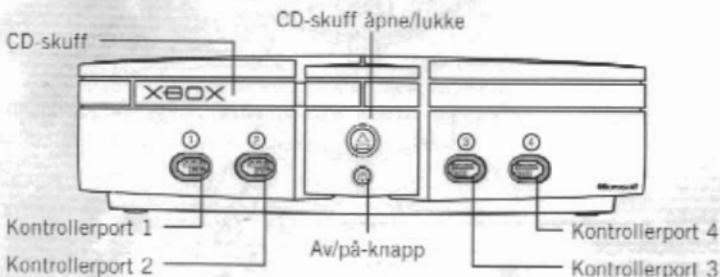


1. Liitä Xbox-ohjain johonkin Xbox-konsolin edessä olevaan ohjainporttiin. Jos pelaaja on useita, liitä lisäohjaimet vapaina oleviin ohjainportteihin.
2. Asenna mahdolliset laajennuslaitteet (esimerkiksi Xbox-muistikortit) ohjaimen laajennuspaikkoihin asianmukaisella tavalla.
3. Noudata näytöön tulevia ohjeita. Katso tästä käyttöohjeesta lisätietoja Xbox-ohjaimen käyttämisestä **Unreal® Championship**-pelin pelaamiseen.

Vasen peukalosauva	Siirry	• A-nappain	Hyppää
Vasen peukalosauvan nappain	Hyppää	• X-nappain	Eellinen ase
Suunta-alusta ylös	Siirry eteenpäin	• B-nappain	Scurava ase
Suunta-alusta alas	Siirry taaksepäin	• Y-nappain	Piikkahuudot/Käskyt
Suunta-alusta	Tulita	Oikea liipaisin	Toissijainen tuli
vasemmalle/oikealle	vasemmalle/oikealle	Oikea peukalosauva	Ensisijainen tuli
Oikea peukalosauva	Käärymä	START-nappain	Käynnistysvalikko/tauko
vasemmalle/oikealle	vasemmalle/oikealle	BACK-nappain	Aänivalikko
Oikea peukalosauva	Katso ylös/ alas	Valkoinen nappain	Aänikanavat
ylös/ alas		Musta nappain	Pistetaulukko
Oikea peukalosauvan nappain	Keskinäkymä		



Bruke Xbox-spillkonsollen



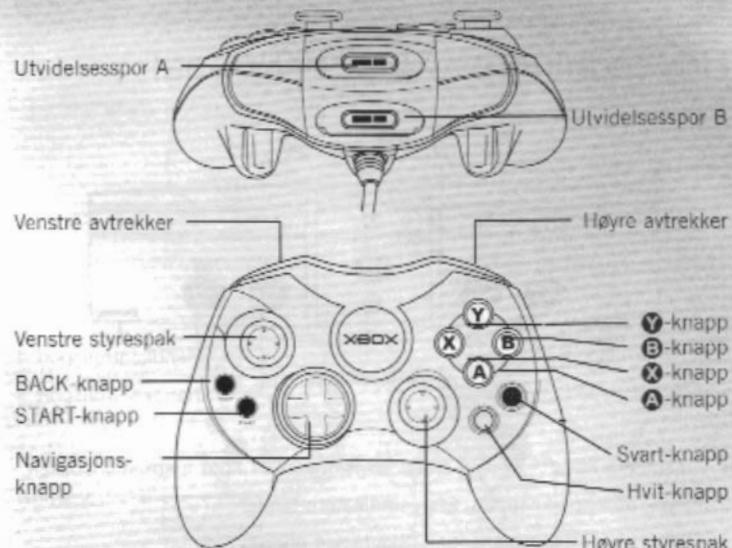
1. Installer Xbox™-spillkonsollen ved å følge fremgangsmåten i instruksjonshåndboken for Xbox.
2. Trykk på av/på-knappen. Statusindikatoren vil begynne å lyse.
3. Trykk på CD-skuff åpne/lukke for å åpne CD-skuffen.
4. Plasser **Unreal® Championship**-CDen på CD-skuffen med etiketten vendt opp, og lukk CD-skuffen.
5. Følg instruksjonene på skjermen og slå opp i denne håndboken for mer informasjon om hvordan du spiller **Unreal® Championship**.

Unngå å skade CDene eller CD-stasjonen

Slik unngår du å skade CDene eller CD-stasjonen:

- Sett kun inn Xbox-kompatible CDer i CD-stasjonen.
- Bruk aldri CDer med rare former, for eksempel stjerne- eller hjerteformede CDer.
- Ikke la en CD ligge i Xbox-konsollen i lengre tid når den ikke er i bruk.
- Ikke flytt Xbox-konsollen når strømmen er slått på og det ligger en CD i den.
- Ikke fest etiketter, klistermerker eller andre fremmedlegemer på CDene.

Bruke Xbox-kontrolleren



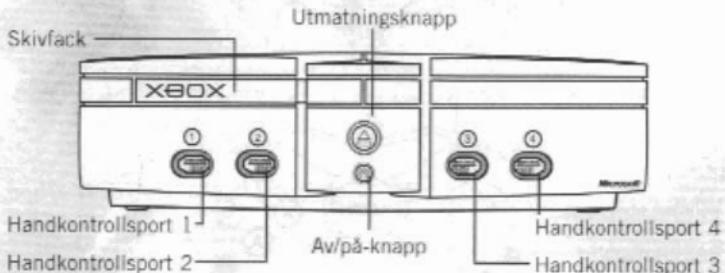
1. Sett inn Xbox-kontrolleren i en av kontrollerportene på forsiden av Xbox-konsollen. Hvis dere er flere spillere, setter du inn de andre kontrollerne i de tilgjengelige kontrollerportene.
2. Sett inn eventuelle utvidelsesenheter (for eksempel minnemoduler for Xbox) i kontrollerens utvidelsesspor.
3. Følg instruksjonene på skjermen og slå opp i denne håndboken for mer informasjon om hvordan du bruker Xbox-kontrolleren til å spille **Unreal® Championship**.

Venstre styrespak	Flytt
Venstre styreknap	Hopp
Navigasjonsknapp opp	Flytt fremover
Navigasjonsknapp ned	Flytt bakover
Navigasjonsknapp venstre/høyre	Streif venstre/høyre
Høyre styrespak venstre/høyre	Sving venstre/høyre
Høyre styrespak opp/ned	Se opp/ned
Høyre styreknap	Sentrer skjermen
■-knapp	Hopp
▢-knapp	Førre våpen
▢-knapp	Neste våpen
▢-knapp	Fornærmer/ordrer
Venstre avtrekker	Sekundær avfyring
Høyre avtrekker	Primer avfyring
START-knapp	Startmeny/pause
BACK-knapp	Talekanaler
Hvit-knapp	Statistikk
Svart-knapp	Scoringstavle



SVENSK QUICKSTART

Användning av Xbox™ TV-spel



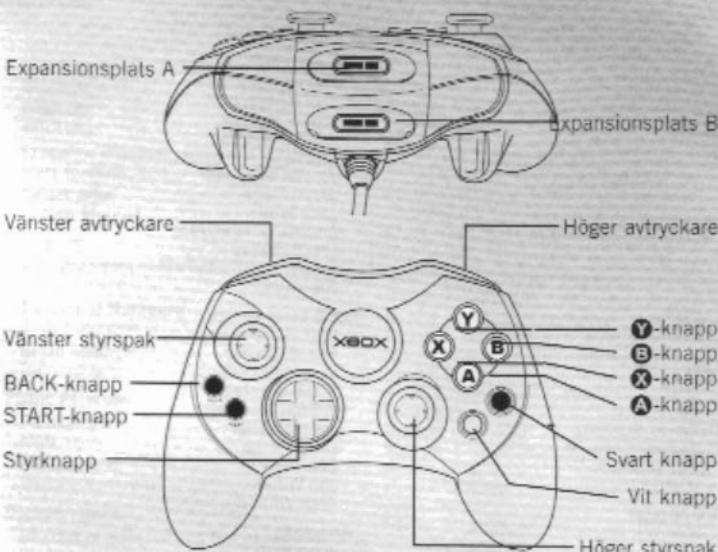
1. Installera Xbox™ TV-spel enligt anvisningarna i Xbox instruktionsboken.
2. Tryck på av/på-knappen. Statusindikatorn tänds.
3. Tryck på utmatningsknappen. Skivfacket öppnas.
4. Placera **Unreal® Championship** skivan på skivfacket med etiketten uppåt och stäng skivfacket.
5. Följ anvisningarna på skärmen. I instruktionsboken finns ytterligare information om hur du spelar **Unreal® Championship**.

Undvika skador på skivorna eller CD-spelaren

Så här undviker du att skada skivorna eller CD-spelaren:

- Sätt endast i Xbox-kompatibla skivor i CD-spelaren.
- Använd aldrig skivor med udda form, t.ex. stjärn- eller hjärtformade skivor.
- Låt aldrig skivan ligga kvar i Xbox-konsolen under längre perioder när den inte används.
- Flytta inte Xbox-konsolen medan strömmen är på och du satt i en skiva.
- Fäst aldrig etiketter, dekaler eller andra främmande föremål på skivorna.

Användning av handkontrollen



1. Sätt i handkontrollen i valfri handkontrollsport fram till på Xbox-konsolen. För flera spelare: sätt i ytterligare handkontroller i tillgängliga handkontrollsportar.
2. Sätt eventuellt in utbyggnadskomponenter (t.ex. Xbox-minneskort) i lämpliga utbyggnadsöppningar på handkontrollen.
3. Följ anvisningarna på skärmen. I instruktionsboken finns ytterligare information om hur du använder handkontrollen för att spela **Unreal® Championship**.

Vänster styrspak	Flytta	✗ knappen	Föregående vapen
Vänster styrspaksknapp	Hoppla	✗ knappen	Nästa vapen
Styrknapp uppåt	Flytta framåt	✗ Y-knappen	Hänselar/ Befallningar
Styrknapp nedåt	Flytta bakåt	✗ Vänster avtryckare	Eldgivning mot sekundär vapen
Styrknapp vänster/höger	Bestryk med eld åt vänster/höger	✗ Höger avtryckare	Eldgivning med primärt vapen
Höger styrspak till vänster/höger	Sväng vänster/höger	START-knappen	Startmontryn/Paus
Höger styrspak uppåt/nedåt	Titta uppåt/nedåt	BACK-knappen	Röstkanaler
Höger styrspaksknapp	Titta rakt fram	Vita knappen	Statistik
✗ A-knappen	Hoppla	Svarta knappen	Resultattavla

Credits

DIGITAL EXTREMES

Programming

Adriano Bertucci
Jeff Jam
Glen Minor
Tony Pilger
Steve Sinclair
Justin Smith

Character Models & Animation

James Edwards
Steve Jones

Art & Models

Mike Bastien
Graff Crookes
Pancho Eekels
Dave Ewing
Bastiaan Frank
Mike Leatham
Scott McGregor
Tony Pilger
Everton Richards
Dan Sarkar
James Schmalz
Cassidy Scott
Mat Tremblay
Mario Vazquez

PR Director

Meridith Braun

Level Design

Mike Bastien
Pancho Eekels
Dave Ewing
Bastiaan Frank
Scott McGregor
James Schmalz
Cassidy Scott

Sound & Music

Starsky Partridge

Writer & Localization

Mike Wagner

Voice Actors

Shannon Ewing
Nancy Risi
Troy Woods

Additional Concept Art &

Miscellaneous Works

Christian Bradley – Additional textures.
Evelyn Eekels – Models & art.
Brian Griffith – Concept art & character models.
Martin Murphy – Art direction, character art, additional art.

EPIC GAMES

Producer

Cliff Bleszinski

Programming

Michel Comeau
Erik De Neve
James Golding
Ryan C. Gordon
Christoph A. Loewe
Warren Marshall
Steve Polge
Jack Porter
Andrew Scheidecker
Tim Sweeney
Daniel Vogel
Joe Wilcox

Art & Level Design

Cliff Bleszinski
Shane Caudle
Cedric Fiorentino
Steve Garofalo
Warren Marshall
John Mueller
Chris Perna
Lee Perry
Joe Wilcox
Alan Willard

Animation

John Root
Chad Schoonover

Biz

Mark Rein
Jay Wilbur

Office Manager

Anne Dube

Music

Kevin Riepl

Audio

Frank Bry
Lani Minella, Audio Godz
Jamey Scott

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Production

Studio Senior Vice President
Jean-Philippe Agati
Vice President of Product Development
Steve Ackrich

Producer

Tim Hess

Executive Producer

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Steve Allison

Director of Marketing

Jean Raymond
Brand Manager
Richard Iggo

Public Relations

PR Manager
Matt Frary
PR Specialist
Wiebke Vallenin

Documentation

Director of Editorial and Documentation
Services
Liz Mackney
Manual Design and Layout
Chris Dawley

Marketing Services

Senior Art Director
David Gaines
Director of Marketing Communications
Kristine Keevor
Senior Web Producer
Kyle Puschel
Web Designer
Micah Jackson
Online Marketing Manager
Sara Borthwick

Legal

VP Legal and Business Affairs
Steve Madsen

Engineering Services

Senior Manager Engineering Services
Luis Rivas
Engineering Specialist
Ken Edwards

QA Group

Director of Publishing Support Services
Michael Gilmartin
Director of Quality Assurance
Michael Craighead
Quality Assurance Testing Manager
Donny Clay
Quality Assurance Lead Tester
Arif Sinan

Quality Assurance Assistant Lead Tester

Helen Hinchcliffe

Quality Assurance Testers

Marshall Clevesy
Michael Maggard
Gerard Gust
Franco Junio
Daniely Garcia
Eugene Lai
Michael Shamsid-Deen
Arthur Long
Howell Selburn
Joe Edwards
Stefan M. Nelson
Brian Cali
Scott Barnes
Noah Perlite
Juan Sanchez

Strategic Relations Sr. Manager

Joy Schneer

Infogrames Inc.

Thanks to John Koronais, Cecilia Hernandez, Wim Stocks and the entire Sales force

Infogrames Interactive Inc., Beverly, MA

Kathryn Lynch, Christine Fromm, Gale Alles, Steve Martin, John Huribul, Shawn Callahan

Very special thanks

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Our wives & family – Thanks for your support and patience for the stuff we do.
Superior Computers London – For customer service above and beyond the call of duty.

Logo and package design

BD Fox & Friends
Brett 'Yes, Tina' Wooldridge, Tina
'Mother knows best' Tanen
Big Sesh Studios

MICROSOFT

Gus Apostol
Steven Brandl
Sam Charchian
George Chrysanthakopoulos
Brent E. Curtis
Michael Dougherty
Tracey Frankcom
Aaron Giddings
John Harding
Brad Lansford
Joe Melin
Michael Mounier
Chris Prince
Sandra Rumsey
Scott Sellon
John Smith
Ben Steenbock
Gary Svenson
Dustin Wood
Mikey Wetzel
Xbox Advanced
Technology Group

INFOGRAPHES EUROPE**Head of ICQ**

Jean-Marcel Nicolai

Re-Publishing

Rebecca Pernier
Raphaelle Jonnery

Software Functionality Testing

Olivier Robin
Stéphane Pradier

Engineering Services Manager

Philippe Louvet

Pre-mastering co-ordinator

Slophane Enteric

Localisation Support Group

Sylviane Pivot-Chossat
Maud Favier
Diane Delaye
Karine Vallet
Heather Riddoch
Bruno Pivano

Localisation Testing

Babel Media Ltd.

Translation

KBP, Synthesis

Certification and Planning Support Group

Rebecca Pernier
Caroline Fauchille
Sophie Wibaux
Jérôme Di Tullio

Copywriter

Vincent Hattenberger

Legal Adviser

Aline Novel

Group Manufacturing**Manager**

Jake Tornbs

Senior Manufacturing**Coordinator**

Pauline Nam

Media Studio

Eric Baesa

Neil Baltzer

Design Agency

A Creative Experience

European Web Manager

Renaud Marin

Marketing Vice President

Larry Sparks

Marketing Director

Frank Heissal

Marketing Manager

Cindy Church

Product Manager

Mathieu Brossette

European Head of**Communication**

Matt Broughton

Head of Communication

Lynn Daniel

Special Thanks

Mathieu "Mad Mat" Piau
Jay Sharples
Ivan Davies
Jemell, Frank & Nath @ Ace
Kerry Martyn
Barry "Hardwire" Carnell

Notes

Infogrames Web Sites

To get the most out of your new game, visit us at:

<http://www.infogrames.com>

<http://www.unrealchampionship.com>

Kids, check with your parent or guardian before visiting any web site.

Video Game Warranty

This video game carries a warranty conforming to the laws of the country in which it was purchased, and valid for a duration of not less than 90 (ninety) days following the date of purchase - (proof of purchase required).

The warranty is not valid in the following cases:

- 1/ the video game was purchased for commercial or professional use (all such uses are strictly forbidden)
- 2/ the video game is damaged due to incorrect handling, accident, or improper use by the consumer.

For further information concerning this warranty, the consumer is invited to contact the retailer that sold the game, or the hotline at the video game publisher in the country the game was purchased.

ATARI®

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